

DELAYS IN SERVICING REQUESTS this past month or so were due to an unexpected influx of mail in the latter part of January. After CES, I put the paper in the print shop and we went off for a week's vacation. On our return, we were greeted by piles and piles of new subscriptions! The sales of Arcades for Christmas gifts were reflected in this flood of orders. This gave us a big backlog that was not really cleared out until mid-February. We are back to our normal turnaround of two days now.

ASTROBASIC IN THE MAJORITY As a result of the above volume of mail, the number of new subscribers just now coming on board (and having the AstroBasic videocade) is greater than the number of those who had subscribed in earlier years. 57%, in fact, of the subscription rolls is made up of new subscribers. This means that we have to look at some changes in the Arcadian. We will be doing so in the immediate future, so as to be able to support everyone.

TAPE DUPLICATION I George Moses did some basic research and found a means of duplicating program tapes made with the AstroVision Basic. George recommended the use of a pair of Radio Shack SCT-24 cassette decks. I also purchased these and must report good luck with them; all of the new 'BEST OF ARCADIAN -80' tapes (discussed below) were made with this pair. The procedure is to load a program from the Arcade to one deck using the left microphone jack and a high volume level (first set of red LEDs showing) and Dolby is On. Then record from deck to deck using the RCA jacks on the back, this time without Dolby. I put a set of headphones into the 'transmitter' unit to listen for obvious problems. Another deck that may be useful is the new ONKYO TA-W80 that has two mechanisms in one case, and duplicates at twice speed. I've only seen a short write-up on p.13 of the Jan. AUDIO and on p.14 is an ad from Stereo Corp of America, selling the unit at 252, which is 48. better than the two Radio Shack items.

BEST OF ARCADIAN -1980 taped programs are now available from here, and will be available at the retail outlets. The programs are: Artillery Duel; Bots; Bowl-a-rama; Checkers; Connect Four II; Hamurabi; O-Jello; Subsearch; 2000AD; Yahtzee. For use in AstroBasic only, the cassette is \$20. postpaid, and including instructions.

WIZARD game cartridge was approved in the last week of February, so that we should see delivery by the end of April. This is a one- or two-player game in which you are placed into a maze along with a number of monsters eager for your skin. (Both players are 'on' at the same time and the computer keeps both scores.) The monsters come in three colors, red, blue, and gold. The blue ones are always visible, while the other two frequently disappear until they are ready to pounce on you. Fortunately, there is a radar screen at the bottom of the maze in which you can see the location of all monsters. Almost. Every once in a while a Warlock or a Wizard flashes on the screen and zips about looking for your man. To start, you will have a number of men to battle the monsters. Elimination of the monsters will allow you to move to another level inside the castle, and another maze, for a total of thirteen levels. At his lowest level, there are no walls to hide behind...

The suggested price for this Videocade is \$34.95

L & M Software announced that they will accept COD or MasterCard orders. Call at 1-812-853-6895 and deduct \$1 from your total. (9am to 9pm CST)

THE IBACH CARTRIDGE CONVERSION I received a most interesting program from Dave Ibach, one that I have used a couple of times in the preparation of this issue. With this scheme, you will be able to load a program into the computer with one of the Basic cartridges, and then swap cartridges. This program is placed into the RAM memory space by "POKING", and then a timing loop is generated to give you a chance to swap cartridges. And it works both ways. Let's assume that you are in a position I find myself in during production of this paper - we have no known way to use a printer with the AstroBasic cartridge, and a program comes in taped in 'AB'. What to do? Well, now I have no problem. First I load the program into the Arcade using AstroBasic. Second, after RUNning it to see that it operates, I will CLEAR the screen and ask the computer two questions: (always pressing 'go')

PRINT %(20000)
the computer will come back with a number, usually a five digit negative number, for example -24787. call this value a

PRINT %(-24576)
again, the computer will respond with a number, this time a very small number. For example 5. Call this number b write both these numbers down.

Now I will write a short program which the computer will perform instantly (because there are no line numbers)

FOR N = 19900 TO 19915 STEP 2; CY=40; INPUT %(N); NEXT N

Now the computer will move the cursor to the upper left of the screen and write the symbol %(N). You are to enter the following list of numbers, pressing (go) after each one:

1799
8480
0
-13533
10364
4347
-15370
8313

This will look a little jumbled as new material is written on top of old. One last command - but get your Bally Basic cartridge ready, because when you press 'go' after this one, you have about 20 seconds to make the shift:

CALL 19900

When time is up, you will see BALLY BASIC appear, then about a line and a half of letters. Press HALT, and enter two commands:

%(-24576) = value b from above (go)
%(20050) = value a from above (go)

And I can now run the program in Bally Basic and use the *PRINT command.

If you were converting in the other direction, all steps except these four are the same:

The first PRINT statement is for location 20050 / the last number of the group of eight entered is 9475 / use the 'down arrow' instead of HALT/ and the last % statement is to location 20000.

In the next issue we'll give you some explanation of all this, and a method to include this scheme into a program. Many thanks to Dave Ibach!!

Directions:

All three programs were submitted as candidates for the monthly \$100 prize. The rules for this contest are printed below. Worksheet.(p.49) Bob's instructions are on p.48.

2. Fudd (p.51) Check typing of your program before the first RUN, because there are a couple of CALL statements that could 'bomb' the program if they are in error. One player uses the hand controller to manipulate cross-hairs over the moving targets, a batch of bunnies. The knob controls speed, and the trigger does the deed. But rabbits multiply. . .

3. Jekyl & Hyde. (p.52) 2 player game using the hand controllers to move two figures around the lab maze. The goal is the secret formula in the maze center. The figures are Jekyls, & the first to reach the center turns into Mr. Hyde, and tries to catch the remaining Jekyl. Jekyl, in turn, continues to try to reach the formula, at which time the roles are swapped. Points are added/deducted for successful captures or wall crashes.

PROGRAMMING CONTEST RULES:

The main idea is to have a fun contest. The criteria of "best" will be left to the judges, of which there will be five. As each winner is announced, he or she will replace a sitting judge so that a rotation of judges is automatic. This also takes the winner out of circulation for a bit. A week prior to the date that the ARCADIAN is scheduled for the printer, those programs to be included will be sent to the judges. That day also starts the next cycle of program input for the subsequent issue.

Each judge will grade each program relative to the others on a 1 to 10 basis. These scores will quickly be returned to me and tallied. Highest score wins. The winner will be announced in that issue, and a check for \$100 sent with his or her copy of the Arcadian. Each issue will therefore stand on its own. No carryovers, no delays. When you submit a program that you would like considered for the contest, please send along a statement "I certify that the program titled '.....' is largely the product of my own efforts and is not a copy of an available program. Signed". Programs that are translations, etc. are still needed, but would not be eligible for the contest.

Robert Fabris, Publisher

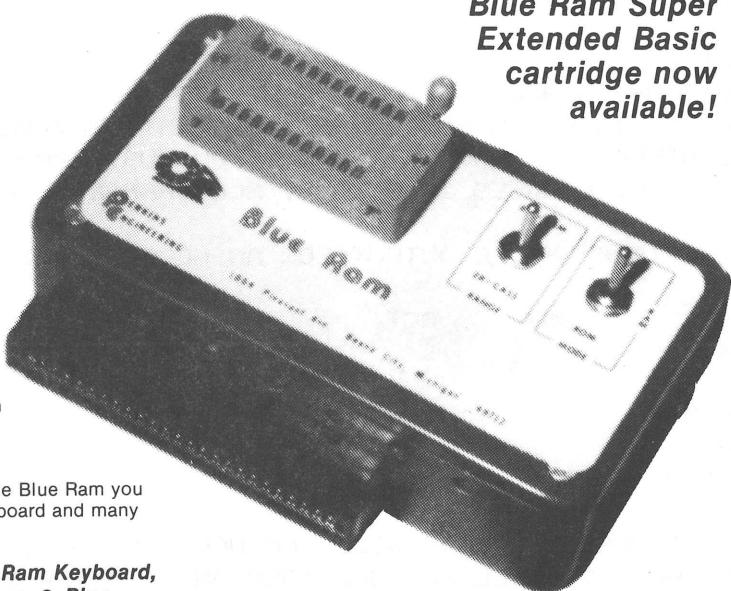
4096 BYTES OF RAM FOR YOUR ARCADE!

The Blue Ram by Perkins Engineering has already opened the door to hundreds of creative programmers who love the powerful graphics and sound capabilities in the Astrovision Arcade, but were stymied by its lack of random access memory (RAM). No more! Now, instantly, you can have 4,096 bytes of additional memory. Store up to 2,112 string entries and still have 1,800 bytes of normal Bally BASIC useable for your main program. Or, store and run a BASIC program in the Blue Ram!

You can use the Blue Ram to copy a game cartridge on regular cassette tape using the machine language routines in the Blue Ram Utility program, included. Learn Z-80 machine code and modify an existing game cartridge! Write your own cartridge! And with the 24 port socket on the Blue Ram you can adapt your computer to drive a modem, a printer, a keyboard and many other applications!

Accessories available now include • The Blue Ram Keyboard, complete with the familiar Bally BASIC command keys • Blue Ram Extended BASIC, an 8K cartridge featuring 3100 bytes of programming space with POINT, CIRCLE and SNAP commands, 4 color capability, 300 or 2000 baud data output, built-in printer logic and much more. Works only with extended memory! • Blue Ram Modem/Printer Interface . . . and we're working on more to come!!!

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Extended Basic
cartridge now
available!**

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WEST COAST COMPUTER FAIRE is being held at San Francisco's Brooks Hall, March 19-21. We will have Booth 2022, on the far wall opposite the grand(?) stairway, and invite you to stop by to visit and see what's available from both hardware and software vendors that we will be representing.

SANTA CLARA FAIRGROUNDS, San Jose will again be the site of a small scale computer get-together, and we'll be at booth K-1. That's April 24.

BUDGET WORKSHEET BY ROBERT LAUFFER

THE BUDGET WORKSHEET PROVIDES A WAY TO CREATE, EDIT AND SAVE BUDGET DATA FROM MONTH TO MONTH. 29 ACCOUNT ITEMS ARE PROVIDED WHICH ARE GROUPED INTO 7 ACCOUNT CATEGORIES. ALL CLASSIFICATION LABELS ARE ABBREVIATED, USUALLY WITH A 2 LETTER ABBREVIATION. I HAVE TRIED TO CONSTRUCT THE ABBREVIATIONS SO THAT THEY WILL BE AN EFFECTIVE MEMORY PROD BUT JUST IN CASE TABLES AT THE END OF THIS ARTICLE SHOULD SERVE AS A GUIDE.

THE FOLLOWING SAMPLE OUTPUTS SHOULD HELP EXPLAIN THE OPERATION OF THE PROGRAM.

```
SUM-ACCTS PAY 1/82
ACCT      BUD      ACT
1.HM
2.AU
3.MD
4.DB
5.SV
6.ED
7.GR
TOTAL
```

EDIT WHICH ACCT? 0=ALL, 8 SAVES TO TAPE

SUM-ACCTS PAY MEANS SUMMARY-ACCOUNTS PAYABLE. THE OUTPUT OF THIS SEGMENT CANNOT BE DIRECTLY CHANGED. INSTEAD YOU MUST BRANCH TO ANY OF THE LISTED ACCOUNTS AND MAKE ANY CHANGES IN DETAIL. ALL CHANGES ARE AUTOMATICALLY REFLECTED IN THE SUM.

NEXT IS A SAMPLE OUTPUT FOR AN ACCOUNT CATEGORY (EDUCATION)

```
EDUC      BUD      ACT
24.TU
25.SP
26.MS
TOTL
EDIT?
```

\$100 Prizewinner!

A "Y" RESPONSE HERE WILL PRODUCE THE QUESTION "CHANGE ACCT #(N)?" ANOTHER "Y" WILL PRODUCE "BUD AMT?" AFTER YOU INPUT DATA "ACT AMT?" WILL APPEAR. THE ABOVE CYCLE WILL REPEAT UNTIL ALL ITEMS OF THE ACCOUNT HAVE BEEN COVERED. THE ACCOUNT WILL THEN BE DISPLAYED AGAIN. WHEN YOU ARE SATISFIED WITH THE OUTPUT

A NEGATIVE RESPONSE TO THE QUERY "EDIT?" WILL RETURN YOU TO THE APPROPRIATE CONTROL.

WHEN ALL ACCOUNTS ARE EDITED THE SUM-ACCTS PAY WILL BE DISPLAYED. TO SAVE YOUR DATA ENTER "8" WHEREUPON THE COMPUTER WILL ASK YOU TO INPUT A MONTH NUMBER. THE PROGRAM WILL THEN SAVE THE DATA IN A FILE IDENTIFIED BY MONTH NUMBER

BUDGET WORKSHEET (continued)

```

5 NT=1;CLEAR ;INPUT "MONTH"U
10 CLEAR ;PRINT "SUM ACCTS PAY",U,#1,"/82";GOSUB 700
40 PRINT "1.HM";PRINT "2.AU";PRINT "3.MD";PRINT "4.DB";PRINT "5.SV";PRINT "6.E
D";PRINT "7.GR
50 CY=24;D=0;E=0;FOR S=60TO 72STEP 2;CX=-47;PRINT @(S),@(S+1);D=D+@(S);E=E+@(S
+1);NEXT S;PRINT "TOTAL",D,E
60 INPUT "EDIT WHICH ACCT?0=ALL,      8 SAVES TO TAPE" W;IF W>7GOTO 8500
70 CLEAR ;IF W GOSUB Wb1000
80 IF W GOTO 100
90 FOR W=1TO 7;GOSUB Wb1000;NEXT W
100 GOTO 10
110 PRINT "ACCT      BUD      ACT";RETURN
1000 B=1;A=5;C=60;PRINT "HOME";GOSUB 700
1010 PRINT "1.MG",@(1),@(31);PRINT "2.EL",@(2),@(32);PRINT "3.PH",@(3),@(33);PRI
NT "4.FU",@(4),@(34)
1020 PRINT "5.WA",@(5),@(35);PRINT "6.MS",@(6),@(36);GOTO 7500
2000 B=7;A=4;C=62;PRINT "AUTO";GOSUB 700
2010 PRINT "7.LN",@(7),@(37);PRINT "8.FU",@(8),@(38);PRINT "9.MT",@(9),@(39);
PRINT "10.IN",@(10),@(40)
2020 PRINT "11.MS",@(11),@(41);GOTO 7500
3000 B=12;A=3;C=64;PRINT "MED";GOSUB 700
3010 PRINT "12.DN",@(12),@(42);PRINT "13.MD",@(13),@(43);PRINT "14.DG",@(14),@(4
4);PRINT "15.MS",@(15),@(45)
3020 GOTO 7500
4000 B=16;A=4;C=66;PRINT "DEBT";GOSUB 700
4010 PRINT "16.CC",@(16),@(46);PRINT "17.CC",@(17),@(47);PRINT "18.CC",@(18),@(4
8);PRINT "19.LN",@(19),@(49)
4020 PRINT "20.LN",@(20),@(50);GOTO 7500
5000 B=21;A=2;C=68;PRINT "SAVE";GOSUB 700;PRINT "21.SV",@(21),@(51)
5010 PRINT "22.IN",@(22),@(52);PRINT "23.MS",@(23),@(53);GOTO 7500
6000 B=24;A=2;C=70;PRINT "EDUC";GOSUB 700;PRINT "24.TU",@(24),@(54);PRINT "25.SP
",@(25),@(55)
6010 PRINT "26.MS",@(26),@(56);GOTO 7500
7000 B=27;A=2;C=72;PRINT "GROC";GOSUB 700
7010 PRINT "27.GR",@(27),@(57);PRINT "28.CL",@(28),@(58);PRINT "29.EN",@(29),@(5
9)
7500 PRINT "TOTAL",@(C),@(C+1);PRINT "EDIT?";K=KP;IF K=89GOTO 8000
7510 CLEAR ;RETURN
8000 @(C)=0;@(C+1)=0;FOR Z=BTO B+A;CY=-32;PRINT "CHANGE ACCT#",#1,Z,"?";K=KP;IF
K=89GOSUB 8020
8010 @(C)=@(C)+@(Z);@(C+1)=@(C+1)+@(Z+30);NEXT Z;CLEAR ;GOTO Wb1000
8020 BOX 0,-36,160,16,2;CY=-32;INPUT "BUD AMT?"@(Z);CY=-32;INPUT "ACT AMT?"@(Z+3
0);RETURN
8500 CY=-32;INPUT "RUN TAPE THEN INPUT MONTH"U
8510 NT=1;:PRINT ;TU=0;TU=U;FOR A=1TO 73;PRINT #1,"@(",A,")=",@(A);NEXT A

```

***** SPECIAL INTRODUCTORY OFFER from...VIDEO WIZARDS ****

With the purchase of any 4 of the 6 programs listed below you will receive (FREE OF CHARGE) our complete line of 7 Graphic Picture programs. By using the key pad & joystick you can customize each picture in your own creative way. Our 6 programs are: #1 Jekyll & Hyde #2 Multi-Graphics #3 Crypt-O-Grams #4 The Exterminator #5 Slot Machine #6 Lazer Brains (@ \$5. each).

Programs for 2000BAUD Astro-Basic only! Minimum order \$10. Send check or M.O.
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***** OFFER EXPIRES 6/1/82



LIST OF ABBREVIATIONS

> PART 1: SUM OF ACCTS(SUMMARY OF ACCOUNTS)

1.HM	HOME	5.SV	SAVINGS
2.AU	AUTO	6.ED	EDUCATION
3.MD	MEDICAL	7.GR	GROCERIES
4.DB	DEBT SERVICE		

BUDGET WORKSHEET (continued)

PART 2: INDIVIDUAL ACCOUNTS

1.MG	MORTGAGE	14.DG	DRUGS
2.EL	ELECTRICITY	15.MS	MISCELLANEOUS
3.PH	PHONE	16.17.18.CC	CREDIT CARDS
4.FU	FUEL	19.20.LN	LOANS
5.WA	WATER	21.SV	SAVINGS
6.MS	MISCELLANEOUS	22.IN	INSURANCE
7.LN	LOAN	23.MS	MISCELLANEOUS
8.FU	FUEL	24.TU	TUITION
9.MN	MAINTENANCE	25.SP	SUPPLIES
10.IN	INSURANCE	26.MS	MISCELLANEOUS
11.MS	MISCELLANEOUS	27.GR	GROCERIES
12.DN	DENTAL SERVICE	28.CL	CLOTHING
13.MD	MEDICAL SERVICE	29.EN	ENTERTAINMENT

INTRODUCING

Castle of Horror

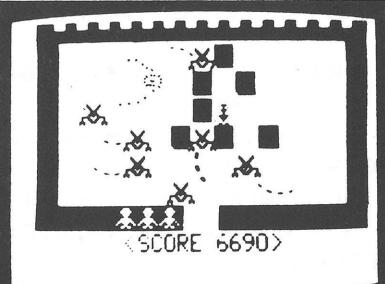
BY MIKE PEACE (C)1982



**WAVEMAKERS
CASTLE OF HORROR**
BY MIKE PEACE (C)1982

TAPE 12

clanky	10 POINTS
claws	20 POINTS
rabbit	30 POINTS
flatop	40 POINTS
bonzo	50 POINTS



SCORE 6690

YOU WILL FIND YOURSELF IN A CASTLE, SURROUNDED BY MONSTERS WHOSE ONLY MISSION IS TO KILL AND DESTROY. YOU ARE THE TARGET. YOUR ONLY DEFENSE IS TO BUILD A BARRICADE AROUND YOURSELF BEFORE THE MONSTERS CAN GET TO YOU. THE MONSTERS WILL DIE IF THEY HIT YOUR WALL, HOWEVER SOME MONSTERS HAVE MORE POWER THEN OTHERS AND CAN DESTROY YOUR BARRICADE, ALLOWING REMAINING MONSTERS TO PASS THROUGH. YOU MUST DESTROY ALL MONSTERS IN THE ROOM TO GO ON TO YOUR NEXT CHALLENGE. AS GAME PROGRESSES MORE MONSTERS ENTER THE BATTLE.-----THIS GAME HAS ALL THE QUALITY OF A CARTRIDGE AND THE CHALLENGE OF AN ARCADE. USES ONE JOYSTICK, MACHINE GRAPHICS, EXCELLENT SOUND. SIDE TWO CONTAINS FOUR FAMOUS FREEBIES. THIS CASSETTE IS IN ASTRO-BASIC ONLY.

SEND \$11.45 TO WAVEMAKERS, BOX 94801, SCHAUMBURG, IL. 60193

ARCADIAN

FUDD

```

1 GOTO 99
10 BOX X,Y,7,1,3;BOX X,Y,1,7,3;IF TR(1)GOTO 60
20 D=D+1;MU=D;IF D>QGOTO 50
30 V=X;W=Y;Z=KN(1)c30+5;X=X+ZbJX(1);Y=Y+ZbJY(1);T=T+1;IF T>RGOTO 80
32 IF (X>75)+(X<-75)+(Y>20)+(Y<-38)X=U;Y=W
40 BOX U,W,7,1,3;BOX U,W,1,7,3;CALLB;GOTO 10
50 D=0;%A)=K+RND (55);CALLE;GOTO 30
60 IF PX(X,Y)S=S+5;CX=I;PRINT S,;&(21)=F;FOR Z=5TO 29STEP 4;BOX X,Y,Z,Z,1;BOX
X,Y,Z,Z,2;NEXT Z;&(21)=0;GOTO 10
65 &(21)=F;T=T+Q;&(21)=0;GOTO 20
80 S=0;T=0;BOX 0,-10,160,68,2;MU=54;IF TR(1)=0GOTO 80
90 D=0;CX=I;PRINT S,;GOTO 10
99 F=255;R=F;Q=12;&(23)=F;K=10260
300 E=20200;A=E+4;C=E;M=600;NT=2
305 D=-43;GOSUB M
310 D=53;GOSUB M
320 D=10240;GOSUB M
330 D=20210;GOSUB M
340 D=-13871;GOSUB M
350 D=-1936;GOSUB M
360 D=-32690;GOSUB M
370 D=12288;GOSUB M
380 D=2432;GOSUB M
390 D=527;GOSUB M
400 D=-247;GOSUB M
420 D=1614;GOSUB M
430 D=3072;GOSUB M
440 D=14336;GOSUB M
450 D=27904;GOSUB M
460 D=32754;GOSUB M
470 D=16382;GOSUB M
480 D=2046;GOSUB M
490 D=636;GOSUB M
500 D=3644;GOSUB M
510 D=248;GOSUB M
515 D=0;GOSUB M
520 B=C;D=-43;GOSUB M
525 %(20203)=32512
530 D=8231;GOSUB M
540 D=10307;GOSUB M
550 D=64;GOSUB M
560 D=17185;GOSUB M
570 D=-13871;GOSUB M
580 BC=178;FC=46;CLEAR
590 CY=36;BOX 0,36,140,13,1;BOX 0,36,138,10,2
595 CX=-60;PRINT "SCORE ",;I=CX;GOTO 80
600 %(C)=D;C=C+2;RETURN

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SUPER SOFTWARE
BOX 702
PLAINFIELD, NJ 07061-0702

PRESENTS:

SPACE DOCK

By Robert Rosenhouse

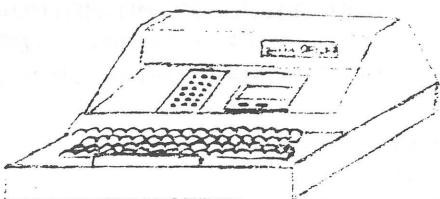
You are the commander of the experimental landing module of the Space Shuttle. The pilot of this type of vehicle must be trained to execute proper docking maneuvers, avoid collisions with satellites and other space debris and deliver cargo swiftly and safely. This simulation takes you to the Shuttle Pilot Landing and Transportation (SPLAT) Center. Your mission: to survive as many landings as you can.

Docking Fee: \$10.00

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SUPPORT YOUR *Bally* ARCADE

- * on solid oak base
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- * full keyboard enclosure
(for ER or Jameco keyboard)
- * professional lock



Ed Horger 1250 Dickens, Troy, Mich. 48084 \$27. (\$25. apiece
for two or more). Dust cover available.

```

5 CLEAR ;BC=11;FC=11;M=5;V=M
7 CY=0;CX=-14;NT=1;BOX 0,2,78,39,2;PRINT "BOOM!!";FOR A=1TO 900;NEXT A
9 FC=BC;(&(10)=180;FOR A=1TO 1500;NEXT A;NT=0;CY=-4;CX=55;PRINT M," 13SPACES
",V;CY=0;PRINT " #1 /9 SPACES      #2
10 BOX 0,1,109,84,1;BOX 0,1,107,82,2;BOX 0,2,91,44,1;BOX 0,2,89,42,2;BOX 0,0,7
5,25,1;BOX 0,0,73,23,2;BOX 0,0,28,13,1
11 B=0;F=0;BOX 0,4,22,20,2;BOX 0,7,8,8,1;BOX -25,0,8,8,1;BOX -25,0,6,6,2;BOX 2
5,0,8,8,1;BOX 25,0,6,6,2
12 BOX 0,-3,10,3,1;BOX 0,33,12,18,2;BOX 0,0,26,13,2;BOX 0,9,6,2,2
13 BOX 0,-4,10,5,2;BOX 0,-6,6,4,2;BOX 0,23,15,1,2;BOX 0,18,48,1,1;BOX -8,29,1,
11,1;BOX 8,29,1,11,1
14 BOX -31,33,28,1,1;BOX 31,33,28,1,1;BOX 0,-30,95,10,1;BOX 0,-30,95,8,2
15 BOX 0,30,1,25,1;BOX 0,-6,26,1,1;BOX 0,-4,5,5,3;BOX 0,-3,7,5,3;CX=-39;CY=-30
;PRINT " JEKYL & HYDE";FC=78
16 Z=8;GOSUB 5998
17 IF (M=0)+(M=10)+(V=0)+(V=10)Z=5;GOTO 5998
18 NT=0
19 L=-46;T=-31;R=46;G=-31
20 BOX 0,-4,3,3,3
21 IF B=1GOSUB 3000
22 BOX L,T,2,2,3;BOX R,G,2,2,3;BOX L,T,2,2,3;BOX R,G,2,2,3
23 IF (R<-1)+(R>0)+(G<-5)+(G>-4)IF (PX(R,G))+(PX(R,G-1))+(PX(R-1,G))+(PX(R-1,G
-1))=2U=V-1;GOTO 7
24 IF (L<-1)+(L>0)+(T<-5)+(T>-4)IF (PX(L,T))+(PX(L,T-1))+(PX(L-1,T))+(PX(L-1,T
-1))=2M=M-1;GOTO 7
25 L=L+JX(1)b2;T=T+JY(1)b2;R=R+JX(2)b2;G=G+JY(2)b2
26 IF L=-1IF T=-4GOTO 1000
27 IF R=-1IF G=-4GOTO 2000
28 IF L=-1IF T=-5GOTO 1000
29 IF R=-1IF G=-5GOTO 2000
30 IF L=0IF T=-4GOTO 1000
31 IF R=0IF G=-4GOTO 2000
32 IF L=0IF T=-5GOTO 1000
33 IF R=0IF G=-5GOTO 2000
34 IF F=1IF L=RIF T=GGOTO 4000
35 IF F=2IF R=LIF G=GTGOTO 5000
36 GOTO 80
37 F=1;N=2;B=1;GOTO 70
38 F=2;N=1;B=1;GOTO 70
39 BOX 0,-4,3,3,3;RETURN
40 M=M+1;GOTO 8000
41 V=V+1;GOTO 8000
42 5998 CX=76;CY=30;NT=10
43 5999 VA=15
44 6000 MU=85;MU=82;MU=80;MU=77;MU=80;MU=77;MU=73
45 6001 PRINT " ";MU=73;MU=77;MU=80;MU=82;MU=85
46 6002 PRINT " ";MU=87;MU=87;MU=85;MU=82;MU=80;MU=77;MU=73;MU=80;MU=82;MU=77;MU=7
3;MU=71
47 6003 MU=73;MU=80;MU=73
48 6004 IF Z=8RETURN
49 6005 NT=0;BOX 0,2,78,39,2;CX=-32;CY=0;PRINT " GAME OVER"
50 6006 IF TR(1)RUN
51 6007 GOTO 6006

```

Ken Springsteen
1935 Winding Hill Rd. #1008
Davenport, IA 52807

Four very recent recipients of the Bally Service Manual were shorted the schematic and parts layout. Please contact me. While on that subject, the price of the reprint of that Manual will be \$2. effective March 15.

ARCADIAN

JEKYL & HYDE (continued)

8000 BOX R,G,13,19,2;BOX R,G-7,11,2,1;BOX R,G-2,9,8,1;BOX R,G+2,7,1,1;BOX R,G+3,5,1,1

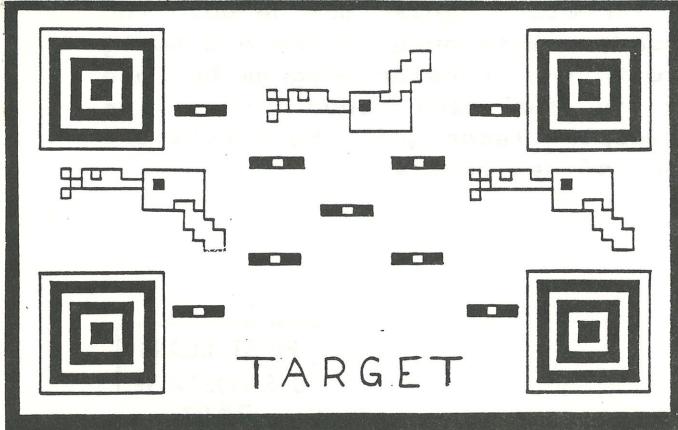
8001 BOX R,G+4,3,1,1;BOX R,G+7,1,4,1;BOX R,G+7,3,1,1;CX=-35;CY=-30;PRINT "REST IN PEACE",:FOR A=1TO 1600;NEXT A

8002 &(10)=158;CX=-175;CY=-40;NT=20;PRINT "H00H0HH00K0JJ0HH0GH000",;CLEAR ;GOTO 9

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#RIGHT GIVE?? #WRONG
↑ 1 ↑ ↓ 3 ↓ ↑ 0 ↑
RIGHT # WRONG PLACE

TURN	GUESS	ACTUAL#	DIF.
→ 1 = 9	7 2 6	9 6 7 2	2
2 = 0	1 3 1	[REDACTED]	1
3 = 2	4 1 3	[REDACTED]	1
4 = 6	5 7 2	[REDACTED]	2
* 0 1 2 3 4 5 6 7 8 9			
M I N D B E N D E R			

2 Tournament games, 1 to 4 players with handicapping options

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- W & W Software is in business again, and has 9 tapes for sale, with 5 programs on each tape. Each tape is \$15. That price includes a Memorex tape, instructions, and listings. They are available in either Bally or AstroBasic (indicate) 355 S. Main St. Marine City MI 48039
- Bob's Electronics offers service on hand controllers, and is a dealer for Videocades and Wavemaker tapes in the Wisconsin area. They are also making a vinyl-covered plywood suitcase for the Arcade, tape player, and accessories. Contact them at 340 E 4 Ave. Stanley WI 54768
- Small Business Accounting Program has been developed by Patricia Clark, Rte 2, Box 200, Lot 28, Merritt Island, FL 32952. This program essentially computes Schedule C, plus accumulated totals for gains and losses. Contact her for details, and information on a itemized deduction sheet.
- Apple lovers with a Ham license: Apple software decodes Morse from any cw rx. No hardware interface req'd. Locks on to any speed or pitch. Not Arcade compatible. On disk or cassette with complete documentation. \$12.50 Bob Wiseman 118 St. Andrews Cincinnati, OH 45245
- Games Available- Quickdraw -1 or 2 players; Skunk -1 to 4 player; Guess Five - 1 player; Saucer Attack - 1 player; Chuck-a-Luck - 1 player. \$5 each or 2 for \$8.95 on tape with listings and instructions. Specify old or new Basic -Also- Haunted House (adventure) nine separate programs in this game!! (old Basic only) \$8.95. Don Gladded 59400 Nine Mile Rd., South Lyon, MI 48178
- Two Brand New Bally units (with Basic) for sale. These have never been used. The first two callers can have these shipped on the next day for only \$250 each including postage. Call Rob Rosenhouse at 201-755-2430

300 BAUD CONSTRAINT LIFTED I previously indicated that all programs submitted should be in the 300 baud format. This was because the capability to print programs out of the Arcade exists only in the old Bally Basic cartridge. (so far). BUT NOW, with the transfer program by Dave Ibach, we can accept programs written in the 2000 baud format (the AstroVision Basic cartridge) and do the swapping technique. So let's see some programs from the hundreds and hundreds of new owners!!!

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